



THE
LIZARDMEN
COLLECTORS' GUIDE

WARHAMMER®

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What is a Collectors' Guide?

The Lizardmen Collectors' Guide is the definitive tome for anyone interested in the Lizardmen miniatures range. It's ideal for anyone who collects Lizardmen, containing the full range of Lizardmen models and their component parts.

We've laid the range out following Warhammer Armies: Lizardmen. All the Hero choices are in one section, followed by Core, Special and Rare units. We hope this will make it easier for you to navigate through and find the models or components you are looking for.

The Lizardmen Collectors' Guide is far more than a simple catalogue. Also included within are a number of other features such as Lizardmen Sacred Spawnings, some fantastic armies painted and collected by Games Workshop staff and hobbyists, conversions, Golden Demon winners and great dioramas.

So if you collect, paint or game with Lizardmen, then this is the book for you.

Classic Range Models

When you reach the Components section, you will find that some of the models are labelled as **Classic**.

Classic Range

Classic Range models (like the **Classic Skink Salamander** pictured right) are no longer available in stores but are still ideal for use in your army.

Don't worry, all the **Classic** models will be clearly labelled inside.

Ordering any of these models is simple and convenient. All you have to do is select your models from this book then use any of the following ordering methods below.



How can I order these models?

IN-STORE ORDER SERVICE

Visit your local Games Workshop Hobby Centre and our friendly staff will be more than happy to help you use our in-store order service. Using this Collectors' Guide, or any of the catalogues available in the stores, you can choose from the largest range of Games Workshop products in the world. Your order can be delivered to any of our Games Workshop Hobby Centres nationwide or sent direct to your home, whichever is most convenient for you.

ONLINE STORE

The Games Workshop Online Store carries the full range of Lizardmen miniatures, as well as a large selection of other Games Workshop products. Order with confidence, as our website is secure. With our fast order picking your order will be in your hands in no time. To visit our Online Store go to: www.games-workshop.co.uk/store

GIVE US A CALL

We have a team of Hobby Specialists standing by to take your call. If you would like to order anything from this Collectors' Guide, get some rules or hobby advice, then give us a call on **0115 91 40000**.

WRITE TO US

If you prefer to post your order or write us a letter, then send it to:
Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK.

Please be aware that Games Workshop products are usually sold unpainted and unassembled and the contents of any products may vary from those shown herein (for example, any banners shown may not necessarily be included). Pictures are used for illustrative purposes only. Due to certain legislation in the UK, Games Workshop is prohibited from selling spray paints and bladed equipment to persons under the age of 16. Further, certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging. Prices correct at time of going to press. Customers are advised to contact Games Workshop for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.



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SKINK HERO ON COLD ONE
Painted by Joe Hill

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SACRED SPAWNINGS

of the LIZARDMEN

Sotek, the Serpent God

Sotek is the pre-eminent Lizardmen deity, and has been since their war against the loathsome Skaven. Sotek is the deity of vengeance, and embodies the Lizardmen's righteous anger. Red is the colour associated with Sotek and the physical representation of his blessing can vary from red skin and scales to subtle hues of red on the crests.



Quetzl, the Protector God

The servants of Quetzl are tough and warlike, as befits the chosen of the Warrior God. Quetzl is venerated amongst the pantheon of Lizardmen deities as the protector. Lizardmen spawned under his influence are gifted with great bony protrusions and especially thick hides.



Huanchi, the Jaguar God

Huanchi is the predator god, whose symbol is the stealthy Jaguar. The servants of this Old One deity exhibit prodigious skills of hunting and stalking, and are able to move through the densest areas of jungle with little effort.



Tzunki, the Water God

Those Lizardmen spawned under the influence of Tzunki exhibit a powerful affinity with water and their scaly hides are often tinged with a sea green hue. They also have powerful gills hidden in folds of skin on their necks.



Tepok, the Inscrutable

The Lizardmen worship the deity of Tepok as the feathered serpent god of the air and of sacred places, a powerful symbol of protection against harmful magic.

The feather serpent totem-creature is believed to refer to Coatli – a mythical creature said to be a bizarre hybrid of serpent and bird – whose feathers are invariably represented as purple or deep blue.



Tlazcotl, the Impassive

Tlazcotl is said to embody the cold-blooded impassiveness of the Lizardmen race, and his followers are unmoved by events around them, no matter how extreme or unnerving. A tinge of yellow is often noticeable on those spawned under Tlazcotl's cold eye.



Chotec, the Solar God

Chotec is the god of the sun, and as such is imbued with a fiery energy that belies the cold-blooded nature of the race. His colour is fiery orange, and his followers bear arms and armour of gleaming gold and carry icons that reflect the light of the sun to dazzling effect.



Blessed Marks of the Old Ones

This most auspicious and rare blessing is easily recognisable, for those who bear it will usually have white or even albino skin tones. They are treated with much reverence, for their fate is seen as important in the eyes of the Old Ones.



Blessed Spawning of Itzl

As well as naturally exuding a subtle musk that Cold Ones recognise and are comfortable with, those blessed by Itzl often have elaborate bony head-crests.





Section One:
Lords & Heroes

LORDS & HEROES

Slann Mage-Priest



SLANN MAGE-PRIEST
99110208044 £15 Complete



SLANN MAGE STANDARD
9947020804402 £2



SLANN MAGE BODY
9947020804401 £5



SLANN MAGE PLATFORM HORNS
9947020804408 £1.50

Venerable Lord Kroak

Direct Only

Venerable Lord Kroak is no longer available to buy in Games Workshop Hobby Centres, and can only be ordered through Direct.



Shown with mask option.



VENERABLE LORD KROAK'S STANDARD
9947020805501 £2



VENERABLE LORD KROAK'S MASK
9947020805502 £2



**VENERABLE LORD KROAK
(SLANN MAGE-PRIEST)**
99110208055 £20 Complete

LORDS & HEROES



TEHENHAUIN TABLET
9947020806602 £1.50



TEHENHAUIN BASE
9947020806603 £2



TEHENHAUIN BODY
9947020806601 £5



**Prophet
of Sotek**

TEHENHAUIN, PROPHET OF SOTEK
99060208066 £7 Complete

The Lizardmen glyphs shown below can be used to customise your Lizardmen army and scenery (as shown right and below) to add that extra level of detail to your models. These glyphs are only available in the blisters shown below and are not available individually.



LIZARDMEN GLYPHS A
99060208072 £6



LIZARDMEN GLYPHS B
99060208073 £8

LORDS & HEROES

Lord Kroq-Gar on Carnosaur



KROQ-GAR SPEAR
9947020804804 £2



LORD KROQ-GAR
99110208048 £20 Complete



KROQ-GAR BODY
9947020804803 £3



KROQ-GAR SPRUE
9947020804801 £2



KROQ-GAR SADDLE
9947020804805 £1.50



KROQ-GAR HEAD
9947020804802 £1



**KROQ-GAR
CARNOSAUR LEFT LEG**
9947020804810 £2



KROQ-GAR CARNOSAUR TAIL
9947020804806 £2.50



**KROQ-GAR
CARNOSAUR RIGHT LEG**
9947020804811 £3



**KROQ-GAR
CARNOSAUR LEFT CLAW**
9947020804808 £1



KROQ-GAR CARNOSAUR BODY
9947020804807 £6



**KROQ-GAR
CARNOSAUR RIGHT CLAW**
9947020804809 £1

LORDS & HEROES

Lizardmen Lords on foot



LIZARDMEN LORD
ON FOOT SHIELD 1
9947020805804 £1



LIZARDMEN LORD
ON FOOT SHIELD 2
9947020805805 £1



LIZARDMEN LORD
ON FOOT HEAD 1
9947020805801 £1



LIZARDMEN LORD
ON FOOT HEAD 2
9947020805802 £1



LIZARDMEN LORD
ON FOOT BODY
9947020805803 £5



LIZARDMEN LORD ON
FOOT WEAPON 1
9947020805806 £1



LIZARDMEN LORD ON
FOOT WEAPON 2
9947020805807 £1



LIZARDMEN LORD ON FOOT
99060208058 £7 (1 random model)



LIZARDMEN HERO
ON COLD ONE SPRUE 1
9947020806404 60p



LIZARDMEN HERO ON
COLD ONE HEAD
9947020806401 £1



LIZARDMEN HERO
ON COLD ONE LEGS 2
9947020806403 £1



LIZARDMEN HERO ON
COLD ONE LEGS 1
9947020806402 £2.50



LIZARDMEN HERO ON
COLD ONE SPRUE 2
9947020806405 £2

Inxi-Huinzi

Classic Range

This model is no longer available in stores, but is still perfectly usable in your Lizardmen army.



LIZARDMEN HERO ON COLD ONE
99060208064 £9 (Complete)



INXI-HUINZI COLD ONE RIDER HERO
99060208036 £7 (Complete)

LORDS & HEROES

Skink Priests



SKINK PRIEST
99060208046 £4 (Complete)

Classic Skink Priests

Classic Range

This model is no longer available in stores, but is still perfectly usable in your Lizardmen army.



CLASSIC SKINK PRIEST
99060208037 £4 (Complete)



CLASSIC SKINK PRIEST HEAD
9947020803702 £1



CLASSIC SKINK PRIEST BODY
9947020803701 £3

Classic Priest



CLASSIC PRIEST
99060208033 £4 Complete

Classic Oxayotl

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Lizardmen army.



**CLASSIC OXAYOTL,
CHAMELEON SKINK**
99060208034 £3 (Complete)



Skink Warchiefs

Lizardmen Skink Warchiefs are also available in the following blister:

SKINK WARCHIEFS
99060208065 £6 (2 random models)



SKINK WARCHIEF 3
9947020806503 £3



SKINK WARCHIEF 2
9947020806502 £3



SKINK WARCHIEF 4
9947020806504 £3



SKINK WARCHIEF 1
9947020806501 £3



Section Two: **Core Units**

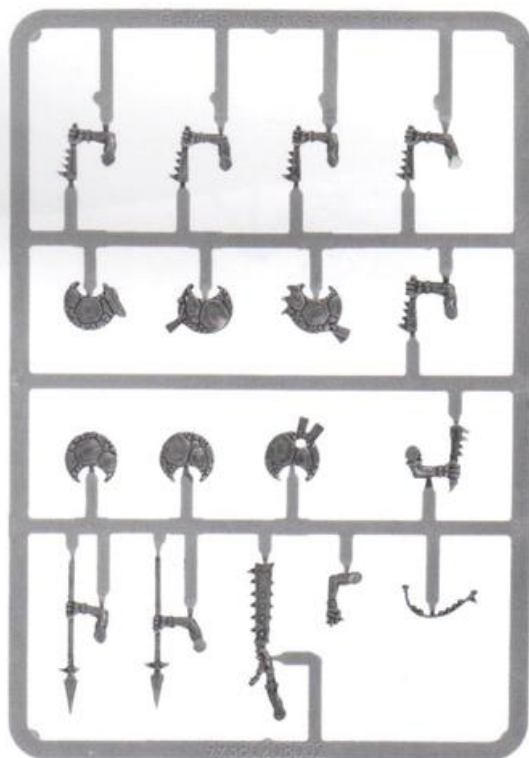
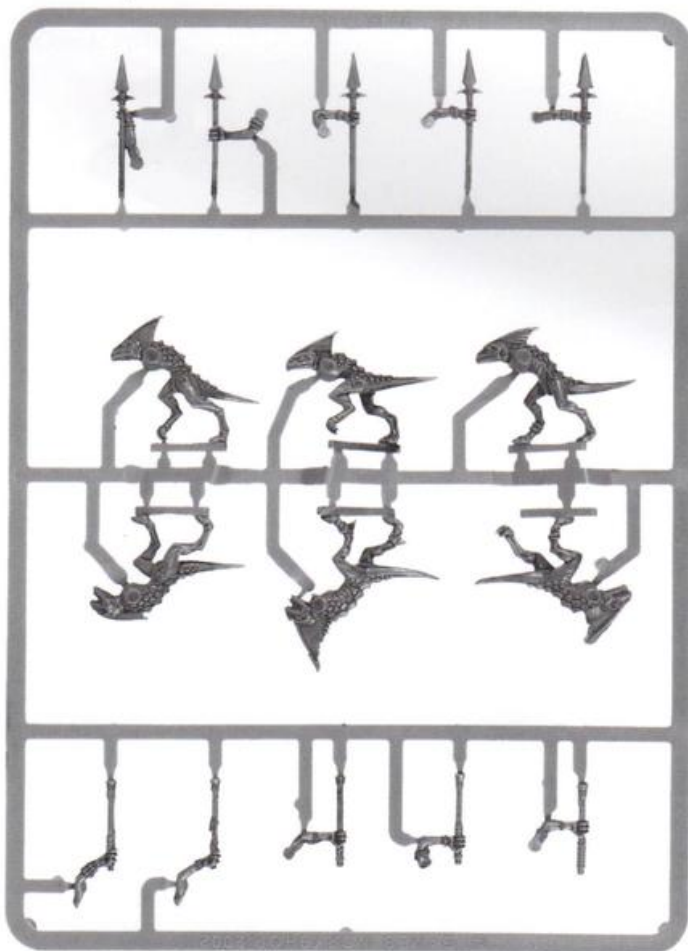
CORE UNITS

Skinks



SKINK REGIMENT BOXED SET
99120208004 £18 (24 models)

Skink Sprue



SKINK SPRUE '03
99380208002 £7

Sprue shown at 60% of actual size.

Classic Range

The models on this page are no longer available in stores, but are still perfectly usable in your Lizardmen army.



CLASSIC SKINK ARCHER 1
9947020800302 £2



CLASSIC SKINK ARCHER 2
9947020800303 £2



CLASSIC SKINK ARCHER 3
9947020800304 £2



CLASSIC SKINK ARCHER 4
9947020800305 £2



CLASSIC SKINK STANDARD BEARER 1
9947020801410 £2



CLASSIC SKINK STANDARD TOP 1
9947020801411 60p



CLASSIC SKINK STANDARD BEARER 2
9947020801408 £2



CLASSIC SKINK STANDARD TOP 2
9947020801409 60p



Painted example of complete
Classic Skink Standard Bearer 2



CLASSIC SKINK CHAMPION WITH BOW 1
9947020801406 £2.50



CLASSIC SKINK CHAMPION WITH BOW 2
9947020801407 £2.50



CLASSIC SKINK DRUMMER 1
9947020801412 £2.50



CLASSIC SKINK DRUMMER 2
9947020801413 £2.50



CLASSIC SKINK CHAMPION WITH JAVELIN
9947020800614 £2.50



CLASSIC SKINK WITH JAVELIN 1
9947020800715 £2



CLASSIC SKINK WITH JAVELIN 2
9947020800716 £2



CLASSIC SKINK WITH JAVELIN 3
9947020800717 £2



CLASSIC SKINK WITH JAVELIN 4
9947020800718 £2

CORE UNITS

Classic Skinks

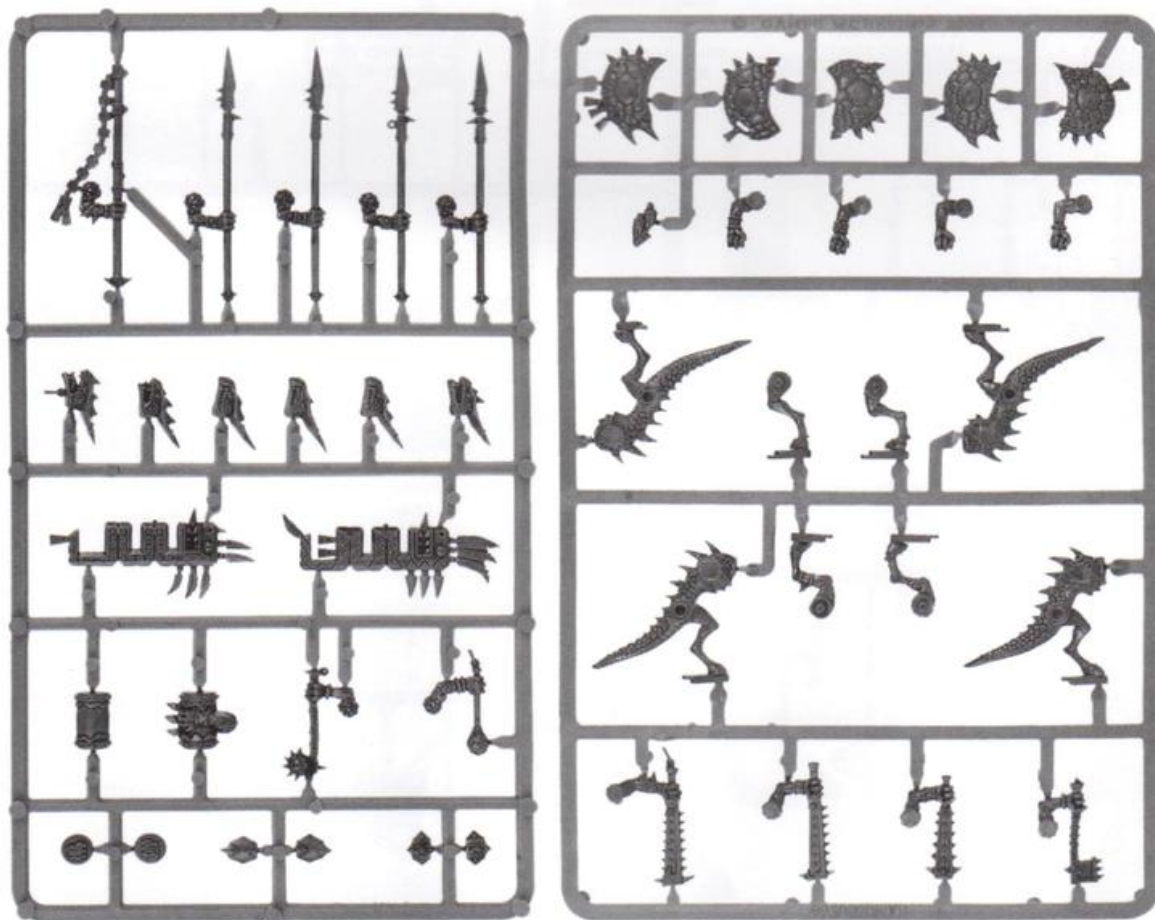
CORE UNITS

Saurus Warriors



SAURUS REGIMENT BOXED SET
99120208003 £18 (16 models)

Saurus Warriors Sprue



SAURUS SPRUE '03
99380208001 £6

Sprue shown at 60% of actual size.

Classic Range

The models on this page are no longer available in stores, but are still perfectly usable in your Lizardmen army.

CORE UNITS

Classic Saurus Warriors Command



**CLASSIC SAURUS
CHAMPION 1**
9947020800501 £2



**CLASSIC SAURUS
CHAMPION 2**
9947020800509 £2.50



**CLASSIC SAURUS
CHAMPION 1 RIGHT ARM**
9947020800503 £1



**CLASSIC SAURUS
CHAMPION 1 LEFT ARM**
9947020800502 60p



Painted example of complete
Classic Saurus Champion

Please note that to complete the Classic Saurus Warrior Champion you will need the Saurus Shield sprue. Please see page 16 for code and price.



**CLASSIC SAURUS
DRUMMER 1**
9947020801512 £2.50



**CLASSIC SAURUS
DRUMMER 2**
9947020801507 £2.50



**CLASSIC SAURUS
DRUMMER ARM**
9947020801508 £1



Painted example of complete
Classic Saurus Drummer



**CLASSIC SAURUS
STANDARD BEARER ARM**
9947020801506 £1



**CLASSIC SAURUS
STANDARD BEARER 1**
9947020801510 £2



**CLASSIC SAURUS
STANDARD BEARER 2**
9947020801504 £2



**CLASSIC SAURUS
STANDARD TOP 1**
9947020801511 £1.50



**CLASSIC SAURUS
STANDARD TOP 2**
9947020801505 £1.50



Painted example of complete
Classic Saurus Standard Bearer

CORE UNITS

Classic Saurus Warriors

Classic Range

The models on this page are no longer available in stores, but are still perfectly usable in your Lizardmen army.



SAURUS SHIELD SPRUE
99369999005 £1
(Contains 1 random sprue)
Sprue shown at 85% of actual size.



CLASSIC SAURUS BODY 1
9947020800401 £2



CLASSIC SAURUS BODY 2
9947020800402 £2



CLASSIC SAURUS BODY 3
9947020800403 £2



CLASSIC SAURUS BODY 4
9947020800404 £2



CLASSIC SAURUS SPEAR 1
9947020800805 £1



CLASSIC SAURUS SPEAR 3
9947020800807 £1



CLASSIC SAURUS PICK
9947020800407 £1



CLASSIC SAURUS PICKAXE
9947020800408 £1



CLASSIC SAURUS SPEAR 2
9947020800806 £1



CLASSIC SAURUS SPEAR 4
9947020800808 £1



CLASSIC SAURUS SPIKE
9947020800405 £1



CLASSIC SAURUS SCYTHE
9947020800406 £1



Painted examples of complete Classic Saurus Warriors

CORE UNITS

Jungle Swarms



JUNGLE SWARMS
99060208063 £7 (2 Swarms)



SERPENT 1
9947020801901 £1



SERPENT 2
9947020801902 £1



SERPENT 3
9947020801903 £1



SERPENT 4
9947020801904 £1



SERPENT 5
9947020801905 £1



SERPENT 6
9947020801906 £1



SERPENT 7
9947020801907 £1



SERPENT 8
9947020801908 £1



LIZARD 1
9947020801301 £1



LIZARD 2
9947020801302 £1



LIZARD 3
9947020801303 £1



LIZARD 4
9947020801304 £1



LIZARD 5
9947020801305 £1



CORE UNITS

Temple Guard



TEMPLE GUARD COMMAND
99060208060 £6
(Drummer and Standard)



TEMPLE GUARD CHAMPION
99060208050 £5 (Complete)



**TEMPLE GUARD
CHAMPION SHIELD**
9947020805003 60p



TEMPLE GUARD
99060208051 £6
(2 random models)



TEMPLE GUARD BODY A
9947020805101 £2.50



TEMPLE GUARD BODY B
9947020805102 £2.50



TEMPLE GUARD BODY C
9947020805103 £2.50



TEMPLE GUARD BODY D
9947020805104 £2.50

CORE UNITS

Temple Guard



TEMPLE GUARD
HALBERD A
9947020805105 £1.50



TEMPLE GUARD
HALBERD B
9947020805106 £1.50



TEMPLE GUARD
HALBERD C
9947020805107 £1.50



TEMPLE GUARD
HALBERD D
9947020805108 £1.50



TEMPLE GUARD SHIELD 1
9947020805109 60p



TEMPLE GUARD SHIELD 2
9947020805110 60p

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Lizardmen army.

Classic Temple Guard



CLASSIC TEMPLE GUARD COMMAND
99060208031 £10 (Complete)



CLASSIC TEMPLE GUARD 1
9947020801201 £2.50



CLASSIC TEMPLE GUARD 2
9947020801202 £2.50



CLASSIC TEMPLE GUARD 3
9947020801203 £2.50



CLASSIC TEMPLE HALBERD
9947020801204 £1.50



“Amid the darkness
and horror of a
world splintering
apart, the armies of
the true creators,
we who were
ancient at the dawn
of time, will march
forth once more.

We shall sweep
away all that is
chaos and disorder;
for ours is the true
path, and none
shall defy us.”

Venerable Lord Kroak.



Section Three: **Special Units**

SPECIAL UNITS

Terradons



TERRADON RIDER
99060208057 £7 (1 random model)



TERRADON HEAD 1
9947020805701 £1



TERRADON HEAD 2
9947020805702 £1



TERRADON RIDER 1
9947020805708 £2



TERRADON BODY
9947020805703 £2



TERRADON RIDER 2
9947020805709 £2



TERRADON LEFT WING 1
9947020805704 £2.50



TERRADON RIGHT WING 1
9947020805705 £2.50



TERRADON LEFT WING 2
9947020805706 £2.50



TERRADON RIGHT WING 2
9947020805707 £2.50

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Lizardmen army.

SPECIAL UNITS

Classic Terradons



CLASSIC TERRADON 1
99060208068 £5 (Terradon only)



CLASSIC TERRADON 2
99060208069 £5 (Terradon only)



CLASSIC TERRADON 3
99060208070 £5 (Terradon only)

Please note that the Terradon Riders are not included in the above blisters. Models above shown at 90% of actual size.



CLASSIC SKINK RIDER 1
9947020801813 £2



CLASSIC SKINK RIDER 2
9947020801814 £2



CLASSIC SKINK SHIELD
9947020801817 60p



CLASSIC SKINK RIDER 3
9947020801815 £2



CLASSIC SKINK RIDER 4
9947020801816 £2

Chameleon Skinks

Lizardmen Chameleon Skinks are also available in the following blister:

CHAMELEON SKINKS
99060208047 £6 (3 random models)



CHAMELEON SKINK 1
9947020804701 £2.50



CHAMELEON SKINK 2
9947020804702 £2.50



CHAMELEON SKINK 3
9947020804703 £2.50



CHAMELEON SKINK 4
9947020804704 £2.50

SPECIAL UNITS

Kroxigor



KROXIGOR
99110208045 £9 (1 random model)



KROXIGOR BODY 1
9947020804501 £7



KROXIGOR BODY 2
9947020804503 £7



KROXIGOR BODY 3
9947020804505 £7



KROXIGOR WEAPON 1
9947020804502 £3



KROXIGOR WEAPON 2
9947020804504 £3



KROXIGOR WEAPON 3
9947020804506 £3

Classic Kroxigor

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Lizardmen army.



Painted examples of Classic Kroxigor

SPECIAL UNITS

Classic Kroxigor



**CLASSIC KROXIGOR
HEAD 1**
9947020800901 £1



**CLASSIC KROXIGOR
TAIL 1**
9947020800909 £1



**CLASSIC KROXIGOR
ARM 3**
9947020800908 £1



**CLASSIC KROXIGOR
HEAD 2**
9947020800905 £1



**CLASSIC KROXIGOR
TAIL 2**
9947020800904 £1



CLASSIC KROXIGOR BODY 1
9947020800902 £5



CLASSIC KROXIGOR WEAPON ARM 1
9947020800903 £3



CLASSIC KROXIGOR BODY 2
9947020800906 £4



CLASSIC KROXIGOR WEAPON ARM 2
9947020800907 £3

Direct Only

These models are only available to order through Direct and cannot be bought in Games Workshop Hobby Centres.

Tichi Huichi's Raiders



TICHI HUICHI'S RAIDERS
(Contains 1 random model)
99060214043 £5 Complete



TICHI HUICHI'S RAIDERS
(Contains 5 models including command)
99110214042 £20 Complete

SPECIAL UNITS

Cold One Riders



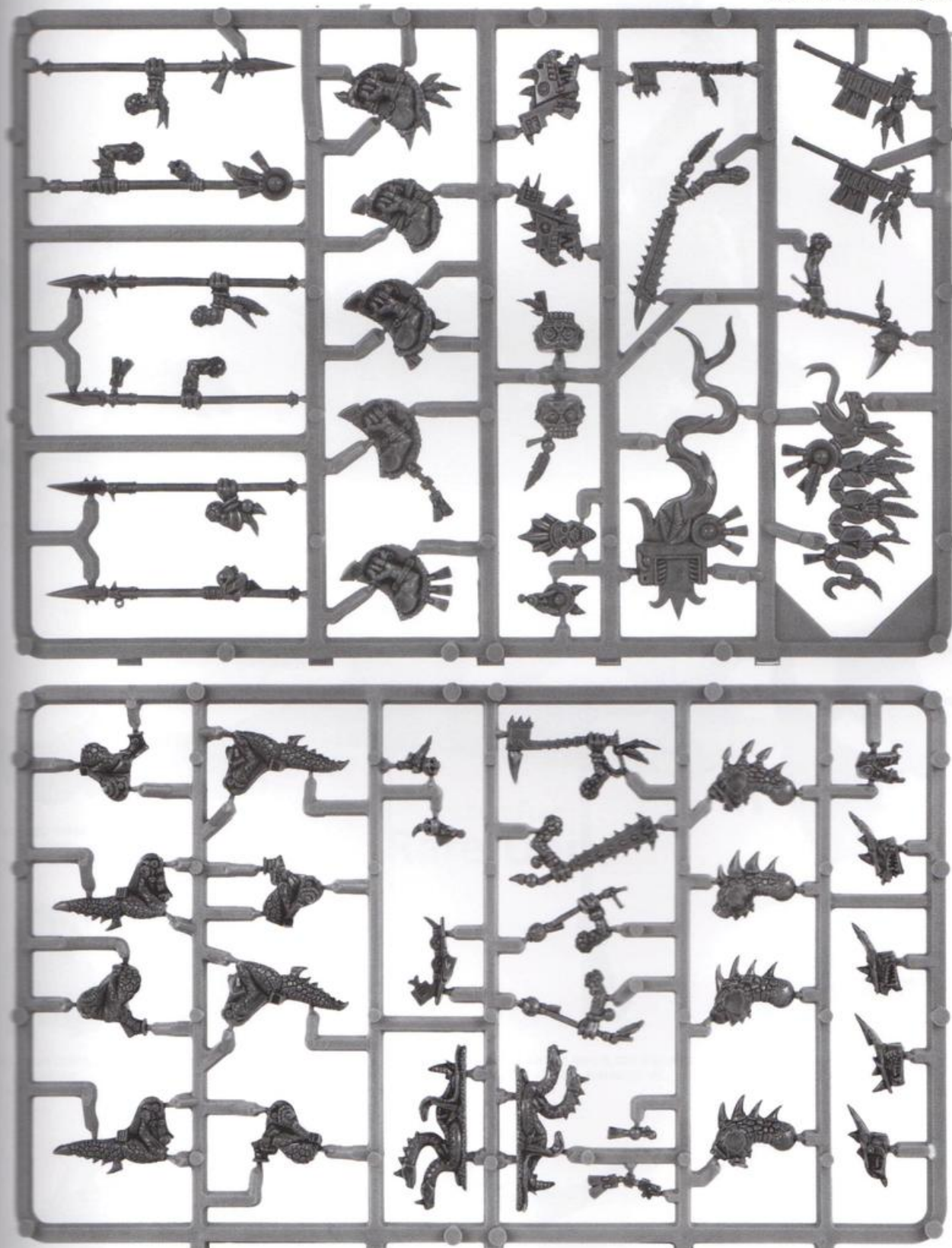
COLD ONE RIDERS
99120208006 £18 (8 models)



COLD ONES SPRUE
99380208004 £2 (1 random sprue)
Sprue shown at actual size.

SPECIAL UNITS

Cold One Riders Sprue



COLD ONE RIDERS SPRUE

99380208003 £8

Sprue shown at 80% of actual size.

SPECIAL UNITS

Classic Cold One Riders



CLASSIC COLD ONE COMMAND
99110208071 £15 (3 complete models)

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Lizardmen army.



Painted example of complete Classic Cold One Rider



DARK ELF COLD ONE SPRUE
99380212002 £2
Sprue shown at 75% of actual size.



CLASSIC COLD ONE SPEAR 1
9947020804908 £1.50



CLASSIC COLD ONE SPEAR 2
9947020804909 £1.50



CLASSIC COLD ONE SHIELD 2
9947020804907 £1



CLASSIC COLD ONE SHIELD 1
9947020804906 £1



CLASSIC COLD ONE SADDLE 1
9947020804904 £1



CLASSIC COLD ONE SADDLE 2
9947020804905 £1



CLASSIC COLD ONE BODY 1
9947020804901 £2.50



CLASSIC COLD ONE BODY 2
9947020804902 £2.50



CLASSIC COLD ONE BODY 3
9947020804903 £2.50



Section Four: **Rare Units**

RARE UNITS

Stegadon



STEGADON
99110208054 £25 Complete



STEGADON BOLT THROWER
9947020801613 £1



STEGADON HORN
9947020801616 60p



STEGADON SHIELD SPRUE
9947020805407 £2



STEGADON BANNER POLE
9947020801617 £1.50



STEGADON CREW 1
9947020805402 £2



STEGADON CREW 2
9947020805403 £2



STEGADON CREW 3
9947020805404 £2



STEGADON CREW 4
9947020805405 £2



STEGADON CREW 5
9947020805406 £2

Classic Stegadon Crew



CLASSIC STEGADON CREW
99060208067 £12 (Complete)

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Lizardmen army.

RARE UNITS

Skink Salamander



SKINK SALAMANDERS

99060208052 £12

(1 random Salamander & 3 Skinks)



SALAMANDER HEAD 1
9947020805201 £1



SALAMANDER LEG
9947020805203 60p



SALAMANDER HEAD 2
9947020805202 £1



SALAMANDER BODY
9947020805204 £6



SALAMANDER SKINK 1
9947020805205 £2



SALAMANDER SKINK 2
9947020805206 £2



CLASSIC
SALAMANDER HEAD
9947020801702 £1



CLASSIC
SALAMANDER LEG
9947020801703 60p



CLASSIC SALAMANDER TAIL
9947020801704 £2



CLASSIC SALAMANDER BODY
9947020801701 £4

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Lizardmen army.

Classic Skink Salamander



Painted example of complete Classic Skink Salamander with crew.



CLASSIC SKINK
RUNNER 1
9947020801705 £2



CLASSIC SKINK
RUNNER 2
9947020801706 £2



CLASSIC SKINK
RUNNER 3
9947020801707 £2



CLASSIC SKINK
RUNNER 4
9947020801708 £2

SHOWCASE

THE HOST OF BOTLEGAR

By Vicky Hare Games Workshop Stockport

Vicky: It's taken me nearly two years to paint this army, but with the recent addition of the Stegadon I think I can say it's finally finished... well at least until I decide to add the Carnosaur.

I wanted the army to look tropical without being insanely bright. I decided to use different basecoats to differentiate between the aquatic Skinks and the scaly Saurus. The Saurus are basecoated with Scaly Green, the Skinks with Hawk Turquoise, and both are highlighted with Camo Green. The scales I wanted to keep dry looking, so I used Bleached Bone, instead of Camo Green.

The Slann was a nice break from green. I wanted him to look totally different from those who serve him, so I went for a creamy orange. Because the Slann is quite a mystical creature I didn't give him any pupils and I washed his slum with watered-down Burnished Gold.

Like the Chaos army I built before, I was motivated by the awesome look of the models and the fantastic artwork that give character to the army, and now that I have jungle fighting rules to use in Lustria I might actually win some games!



Details like the stone paving on the base of this Kroxigor combine with excellent painting to create a wonderful army.



SHOWCASE



The Skink Shaman is a great example of how Hawk
"Showcase" has been used to striking effect in Vicky's army.



Through simply repositioning the head of this Stegadon, Vicky has created a more aggressive, angry pose.



SHOWCASE

CANNIBALS FROM THE DRAGON ISLES

By Andrea Scarponi Games Workshop Italy

Andrea: "...without any Slann, they have reverted completely to barbarism, becoming little more than animals and destroying what little remained of their former glory in bitter conflict..."

Since I was a child, I always loved movies and novels about lost civilizations, cannibals and forgotten islands, so this quote about the Dragon Isles Southland Lizardmen immediately ignited my imagination.

My history for the army is that the Saurus could not cope with the death of the last Slann, and out of desperation forced Skinks and Kroxigors into a life of slavery to build enormous statues of their former masters in

the hope that they came back to life. This caused a bloody civil war which ended with the destruction of the Saurus, and turned Skinks and Kroxigors into flesh-eating savages.

For inspiration for my 'tribal' theme, I looked at African tribes, and gave my Skinks grass skirts and warpaint (which I use to distinguish each unit from the other). For the shields, I used Zulu-like ones which I cast out of resin, with bones from the Skeleton Warriors sprue used as trophies.

My Skink Witch Doctors are converted using Lizardmen from different ranges (Blood Bowl, 5th and 6th edition Warhammer) and the mask of Wurzzag from the Orcs & Goblins range.



Andrea's Skink Witch Doctors all wear Wurzzag's mask and look stunning as a result!





The Zulu-esque shields make Andrea's army very unique.

In keeping with his army's characterful theme, Andrea has converted his Kroxigors so that they carry alternative weapons from the standard clubs.



SHOWCASE

THE SACRED SPAWNING OF THE COATL

Duncan Petford Hobbyist

Duncan: "Deep in the heart of the Jungle, near the source of the Great River, is a place of legend. For here, in the dark, steamy interior, stands the temple that time forgot, or more precisely mislaid, now overgrown and seemingly abandoned. Only the remaining, visible inscription shows that the temple is dedicated to the feathered serpent god Tepok and, more important, his corporeal manifestation, the Coatl."

My army is based on 'The Sacred Host of Tepok list' (White Dwarf 300).

The most ambitious and time-consuming conversion that I have undertaken to date is definitely the 'Coatl Knights of Tepok'.

I wanted them to have feathered wings, based on the Aztec Eagle Knights, so each model is made up of twenty-three parts, each individually pinned! To give the appearance of an overgrown temple, I modelled tree roots in modelling putty growing out of the swampy movement tray and over some heavy slab paving, which also gave me enough variation in height to allow the unit to rank up.



Duncan has created modelling putty logs around the base of his larger models. When ranked up, the logs all fit together to stunning effect (see below).



SHOWCASE



Additional details such as the red lizard around the feet of this Kroxigor add yet another level of detail to Duncan's army.



Duncan has used Green Stuff to create the lily pads on the base of the Skinks. The base itself has been turned upside down and filled with resin to create a swamp effect.



Duncan has used the Eagle wings from the old Wood Elf range to create his variant Terradons.



SHOWCASE

HOST OF ZTITZH

By Tim Fenwick Games Workshop Durham

Tim: I started collecting a Lizardmen army nearly two years ago, and at the moment it is about 3,000 points and still growing!

Future additions include another Stegadon, seven Terradons (one of which is a Skink Chief conversion), some of the new Skink Priests and a 15-strong unit of new Cold One Riders.

The leader of the army is the Old Blood Ztitzh, who is mounted on his Carnosaur Znarl, as well as his Cold One Zludz and on foot. The foot conversion uses Kroxigor legs and components from Kroq-Gar.

Also in the army are two ancient Kroxigor made using Saurus bits and Tyranid carapace for armour. It also uses the middle sections from Chaos Warrior Standards as alternative weapon heads. I have made some simple weapon swaps for my Skink Priests too. The Stegadon is actually for the Skink Chiefs to ride into battle on.

I decided to paint the army in mainly natural earthy colours, using browns to emphasise the scales and various shades of greens and browns to differentiate between the types of troops. Older characters have paler shades as the colours of lizards in nature fade as they age.



One of Tim's Cold One Riders. This rider is relatively young, as reflected by the darker skin tones.



SHOWCASE



Nakal, a Kroxigor leader. Note the lizard creeping around Nakal's legs.

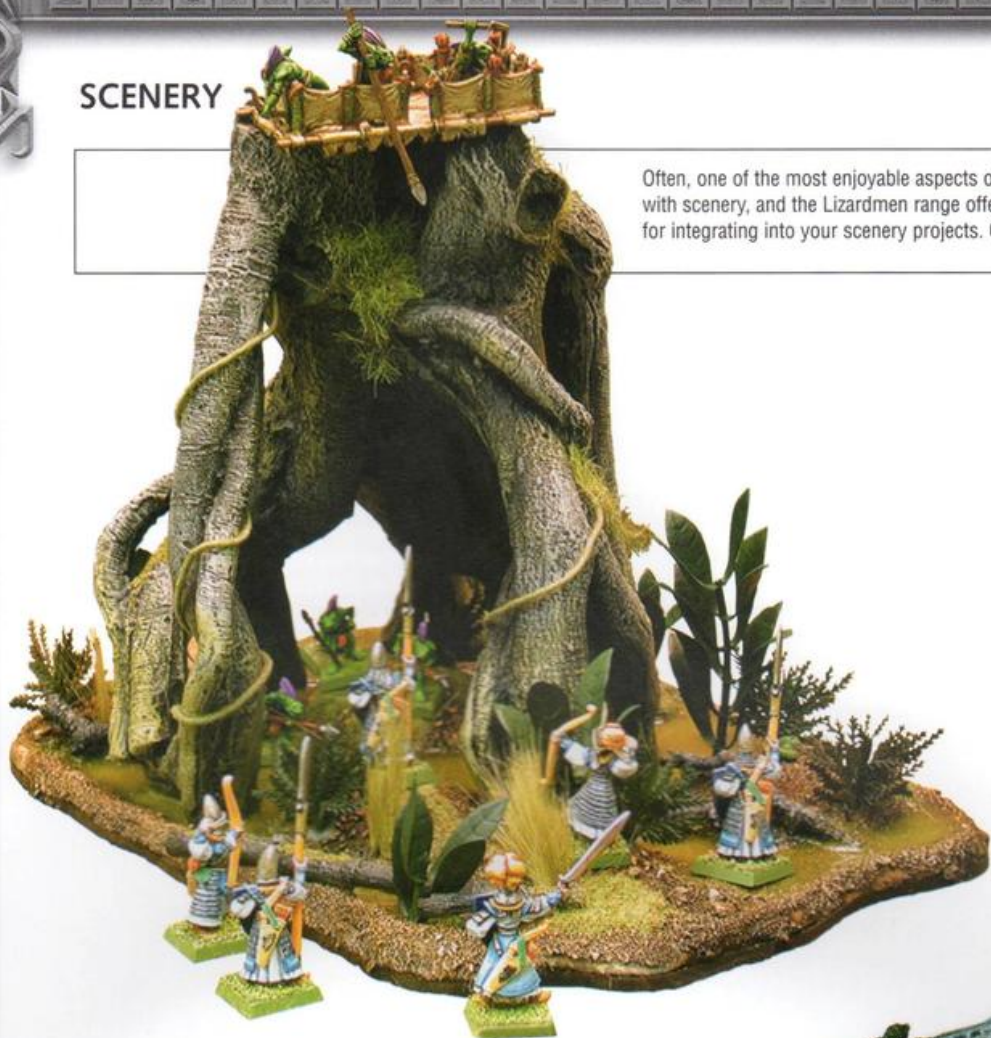


Tim's army leader, Old Blood Ztitzh, shown mounted on his Carnosaur Znarl. Tim has painted the skin of Ztitzh much paler than his other models to reflect the great age of his General.



SCENERY

Often, one of the most enjoyable aspects of collecting an army is personalising it with scenery, and the Lizardmen range offers lots of components which are great for integrating into your scenery projects. Check out the following examples.



Jungle Watchtower



Sacrificial Pit



Lizardmen Temple



CONVERSIONS

With the many possibilities available with the Lizardmen range, gamers and hobbyists have used components from various sources to make their wonderful creations really stand out!



LIZARDMEN COATL
by Andy Hoare



LORD MAZDAMUNDI
by Andy Hoare



CONVERSIONS



SLANN MAGE-PRIEST
by Jeppe Danning



SALAMANDER
by Jeppe Danning



SAURUS
by Andrea Scarponi



SKINK WITH CLOAK OF FEATHERS
by Rodney Zsolczay



THE ORACLE OF KROAK
by Andy Hoare



KROXIGOR ANCIENT ONE
by Richard Sweet



ENGINE OF THE GODS
by Rob McTaggart

GOLDEN DEMON

The Golden Demon competition is a very heated contest. Every year talented hobbyists paint and convert their masterpieces in the hopes of lifting the much-coveted Slayer Sword. On the following pages you can see the level of workmanship that is put into these awe-inspiring models.



STEGADON
by Ben Bishop
(Golden Demon USA 2004)



GOLDEN DEMON



SKINK HERO
by Joe Hill
(Golden Demon UK 2001)



SAURUS TEMPLE GUARD HERO
by Werner Klocke
(Golden Demon UK 2000)



SKINK HERO
by Joe Hill
(Golden Demon UK 2001)



SLANN MAGE-PRIEST
by Aaron Wilson
(Golden Demon Chicago 2004)

DIORAMAS

Dioramas can be used as snapshots to stories, and can also be effective as centrepieces to your army. They can also be just as stunning as stand-alone pieces to show some background to your army.



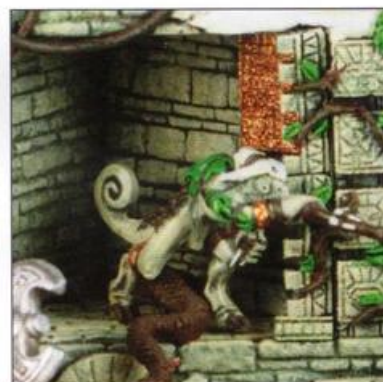
SLANN MAGE-PRIEST
by Mark Tait



STAB IN THE BACK
by Tom Waddington



LIZARDMEN vs EMPIRE
by Pinyo Gulashart



UNWELCOME GUESTS
by Pete Jarman



DIORAMAS

This fantastic diorama was made by Mike McVey. Depicting Empire raiders attempting to rescue their friend before he becomes the Lizardmen's next sacrifice, the setting is a temple dedicated to the serpent god Sotek deep in the jungles of Lustria.

A human prisoner is about to be sacrificed and thrown into the snake pit, but his comrades have different ideas! The first on the scene were the fastmoving horsemen, who have already cut down one of the Lizardmen and are riding up the steps to face the Mage-Priest. The foot troops are not far behind and are not faring so well.

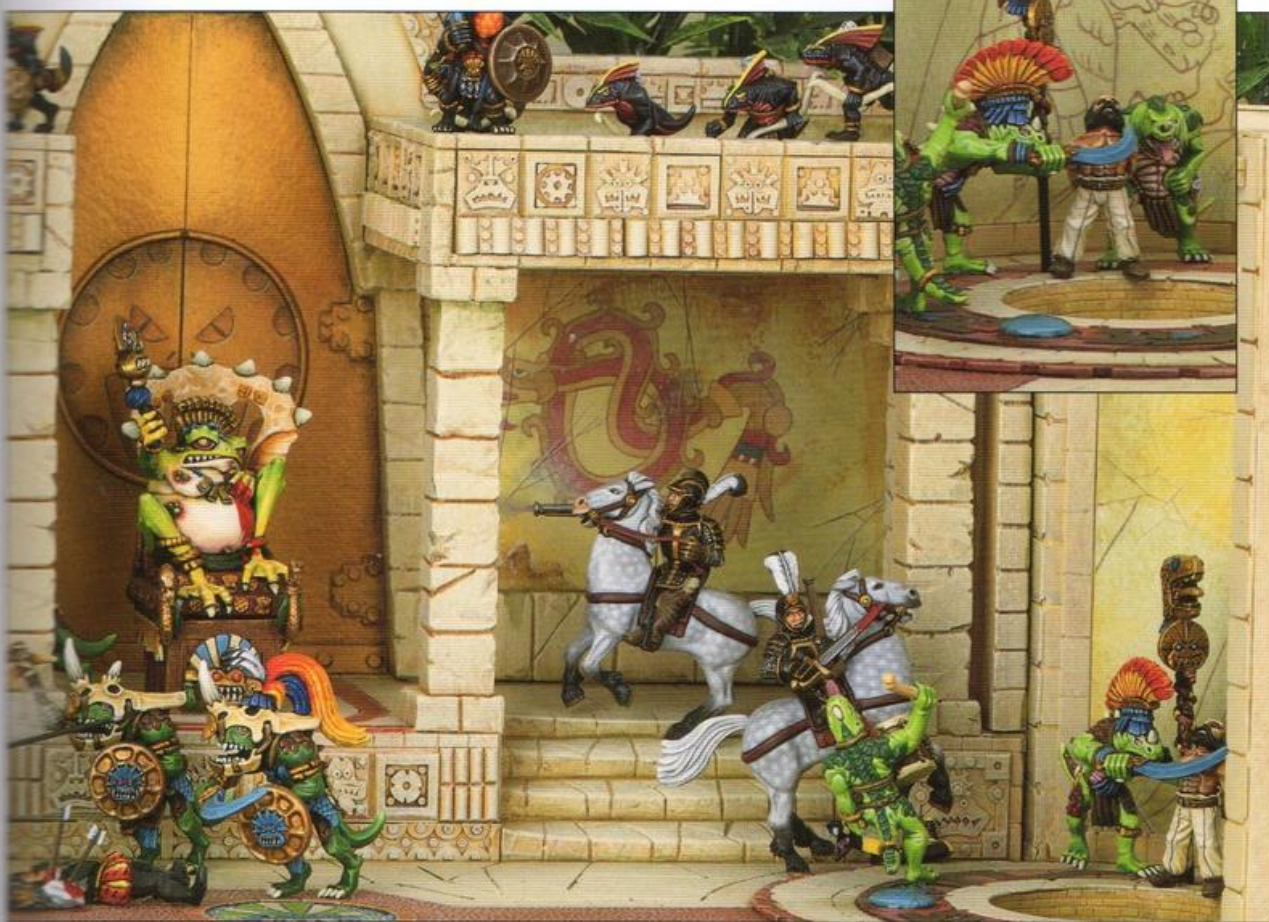
The outcome is unclear, and that creates an atmosphere of tension and anticipation.

Right: One Empire Raider lies dead as another fires a shot at the approaching Lizardmen forces.

Bottom: The diorama in all of its glory.



DIORAMAS



Top left: The individual battles between the Lizardmen and the Empire troops have all been exquisitely executed.

Middle and top right: The wall paintings really add to the atmosphere of the ruined temple.

Bottom right: Note the incredible attention to detail Mike has used on the mosaic tiling.

NONE SHALL DEFY US

Long before the rise of Elves, Dwarfs or Men, the Lizardmen existed in the oppressive depths of the steaming jungles. Coldly alien and enigmatic, their civilisation seeks to restore the order in the world that their Old One creators envisaged before their mysterious disappearance. They are a dangerous and powerful civilisation, and any who enter their lands do so at their own peril.

The Lizardmen Collectors' Guide is the most comprehensive resource ever compiled for anyone who has an interest in Warhammer Lizardmen models. This full colour, 48-page book is packed full of:

- Complete components lists, including pictures, prices and codes.
- The Lizardmen Sacred Spawnings.
- Lizardmen themed Golden Demon winning entries.
- The best Lizardmen dioramas.
- Great Lizardmen conversions.
- Awesome Games Workshop staff and hobbyist Lizardmen armies.

So, whether you are a hardened Lizardmen veteran, or building your first Lizardmen army, this is one book you really can't do without!



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